

AFFIDAVIT OF HUANG

State of Illinois)
) SS.
County of Cook)

SMING HUANG states:

1. He is the president of Artic International, Inc., the defendant in the Civil Action No. 80 C 5863.

2. That no agent of Artic International, Inc. was present at 10601 West Belmont Avenue, Franklin Park, Illinois on either February 14, 1980 nor May 5, 1980 nor on September 15, 1980 when the video tapes submitted to the Copyright Office by Plaintiff were recorded.

3. That Artic International, Inc. did not directly or indirectly copy the video tapes referred to above in paragraph No. 2.

4. That he has compared the computer programs stored in the ROM Memory Board sold by Artic International, Inc. with that of Midway Memory Board, and these are different.

5. That of the five (5) ROMs on the memory board made by Artic International, Inc., not one of them contains the same program as contained in any one of the five (5) ROMs mounted on Midway's board that it replaces.

6. That he received the prototype of Artic International, Inc's ROM memory board from a Japanese business associate and, on information and belief, believes such to have been

independently developed by employees of that company.

7. That he is aware of at least six different manufacturers who produce and distribute Galaxians. These include Midway Mfg. Company, Namco, Ltd., at least three firms in Japan, including Iren, Inc. of Japan, International Scientific of Japan, and Tito of Japan, and at least one firm in Taiwan. These Galaxians are all substantially similar to one another. Accurate copies of magazine ads for such non-Midway Galaxians are attached.

8. That while in Japan he saw a Kamikaze electronic amusement game which could use the ROM Memory Board made by Artic International, Inc., to speed up its play. This game had different colors and character shapes and presented a different "picture" than the Galaxian game.

9. That the ROM Memory Board sold by Artic International, Inc. can be used in any of the games mentioned above in paragraph Nos. 7 and 8.

10. That Artic International, Inc. does not know, when it receives an order, as to what game of which manufacture its product may end up in.

11. That the program in the ROM Memory Board sold by Artic International, Inc. controls the position, number, and movement of certain characters, but not their shape or color. Other ROMs on the main or master PC board of the computer of the game control those other features.

12. That Artic International, Inc. has advertised

internationally through Replay Magazine and at a show that was attended by many foreign customers and potential customers.

13. That Artic International, Inc. has shipped speed-up kits/ROM Memory Boards to foreign purchasers in Europe and Asia. It has no way of knowing whose make of machine these are likely to end up in.

14. That if called to testify as a witness at the trial of this matter, he could competently testify to the matters stated herein.

Shuang Shih-Ming

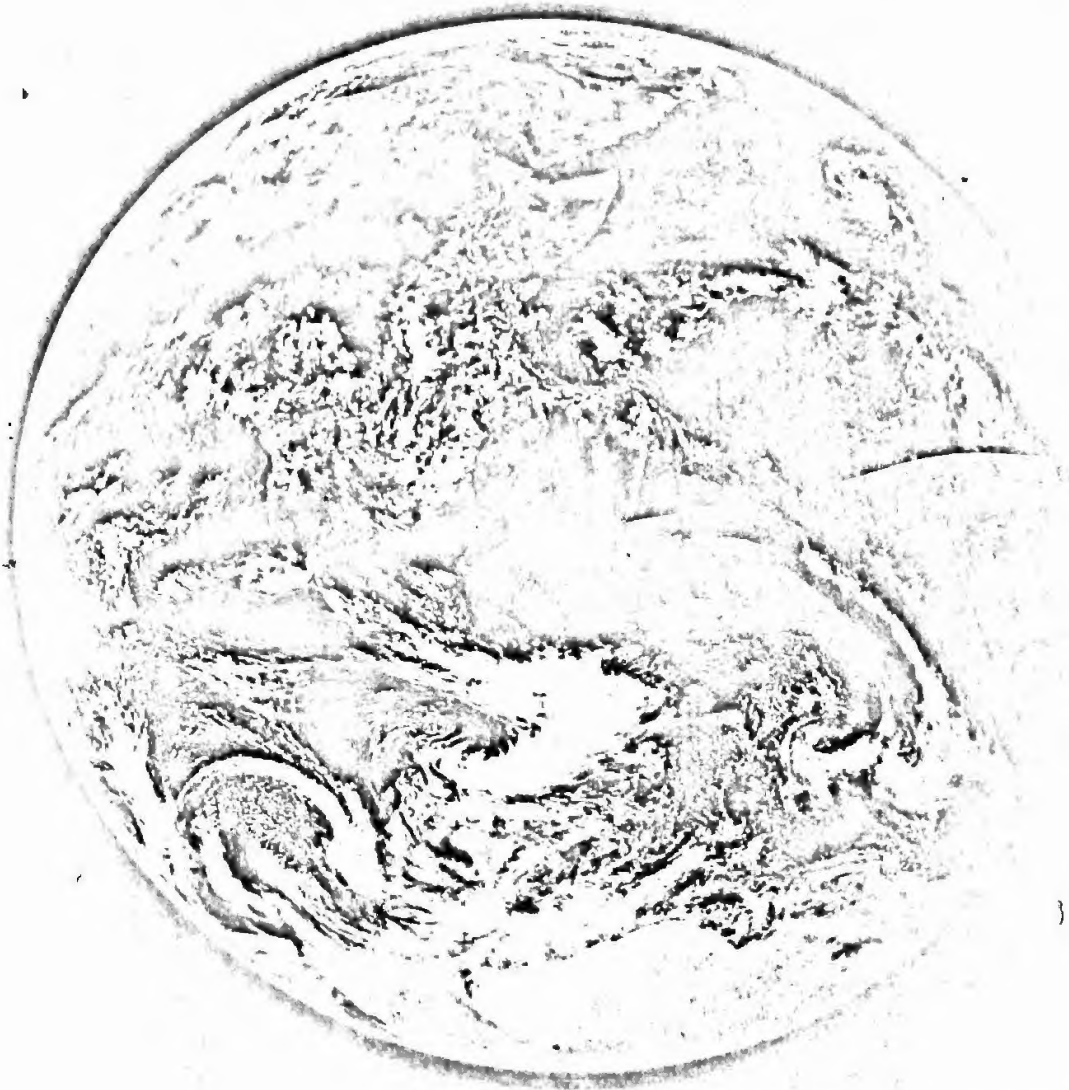
Subscribed and sworn to before me, a Notary Public, on the
22nd day of December 1980.

Catherine Chaffin
Notary Public

ePlay magazine

America's Coin-Op Entertainment Trade Publication

SEPTEMBER
VOLUME 7, NO. 6



INTERNATIONAL
DIRECTOR OF
THE COIN-OPERATED
ENTERTAINMENT INDUSTRY

EXHIBIT

BULLETIN

COMPENDIUM OF USED EQUIPMENT ADS AND OTHER NOTICES OF INTEREST TO THE COIN INDUSTRY

FOR SALE:

Cleopatra	\$495	Middle Earth	\$350	Dozer (unshopped) . .	\$275
Robot Disco	1095	Breakout	350	Super Shifter (sitdown)	
Golden	1125	Super Speed Race . .	2495	(unshopped)	125
Close Encounters . . .	695	18 Wheeler	1275	Demolition Derby	
Myra	1350	Space Invaders	1375	(unshopped)	225
Rolling Stones	1150	Night Driver		Steer A Coin	275
Matthias	695	(sitdown)	1575	Soccer 2 pl.	450
Harlem Globetrotters .	795	Football 4 pl.	1350	Klas Tester	125
Evd Removal	425	Football 2 pl.	575	Sex Tester	125
Paragame	825	Soccer 4 pl.		Swing Boat	525
Eight Ball	595	(floor sample)	1125	Puffin Billy	425
Playboy	875	Lunar Lander	875	Moto Cat (single) . . .	625
Super Nova	895	Shark Jaws	295	Toytown Rescue	
Scorcher	1225	Trac 10		(carousel)	700
Big Game	1325	(unshopped)	195	Humpty Dumpty	
Star Wars	1375	Bandido	1195	(see-saw)	625
Pokerino	725	Space Wars	775	Towtown Racer (new)	
Golden	1095	3-D Bowling cocktail table		(single)	875
Time Warp	775	(unshopped)	375	Toytown Racer (used)	
Star Wars	825	Clay Champ	1550	(single)	475
Eight Ball	1225			Kiddie Kar	350

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VIDEO CONVERSION KITS

We have what you want, all kinds
Call or write for particulars.

Also have used 'Space Invaders'
'Moon Alien', 'Escape from Mars'
and 'Galaxian' games for sale.

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SPACE INVADERS
Used Cocktail Tables
XLNT Condition
\$650 each
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Call Universe
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Call or Write:
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Silver Falls (new)	\$1295	Galaxian	\$1395
Taito Space Invaders Upright .	1295	Big Game	1395
Starfire (sitdown/color)	1795	Star Hawk	1095
Future Spa	1150	Sundance	995
Space Invader Pinball	1795	Side Trak	1295
Paragon	1150	Football	575
KISS	1095	Head On	895
Silverball Mania	1495	Lunar Lander	1095
Nitro Groundshaker	1250	Space Wars	895
Time Warp	925	Sea Wolf	595
Trident	895	Rock-Ola 452 console	595
Meteor	1195	Rock-Ola 456 console	795

★ Exidy Targ Now Available
Special Order — One of the new hot color video games. ★

★ Nichibutsu Moon Cresta color cocktail table
Now available for immediate shipment.
It outplays all other space combat games. ★

★ Moon Base (Invader) cocktail table \$1095
Space Fever (Three Invader Games) \$995 ★

2 IN 1 Rolling Crash (Two games in One color cocktail table) \$1795
Atari Asteroids cocktail table — Immediate Delivery — call for price.

★ 1/3rd down, balance C.O.D. ★



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EXHIBIT

0.5412

magazine **RePlay**

America's Coin-Op Entertainment Trade Publication

DECEMBER
VOLUME 7

Stars
fall on
Chicago!

**FACTORIES PUSH
MARKET BASKET
OF NEW GOODS
INTO AMOA EXPO**

EXHIBIT

INTRODUCING...
THE NEW COLOR OVERLAY
Asteroids - Star Hawk - Space Wars
 instantly turns these black & white
 games into a deluxe color game in
 minutes. This color overlay ap-
 pears on monitor with friction,
 turning the game a brilliant array of
 colors and a unique visual effect.

ONLY \$19.95 each

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 Speed increases depending upon
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Video based manufacturer of
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 ball machines is about to open a
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are seeking a technician with
 enough experience in solid-state
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 good communicative skills in or-
 der to interface with our distribu-
 tion service departments.

Please send resume
 and salary history to:

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 3250 Victor Street
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BUSINESS COMPUTER FIRM FOR THE AMUSEMENT MACHINE INDUSTRY **HEWLETT-PACKARD Business Computer Systems**

Programmed specifically for amusement machine operators.
 Designed to provide effective cash-flow, machine, route and
 service controls while supplying timely management infor-
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Call
ADVOCATE SYSTEMS
 213/508-9155

FOR SALE

PHILADELPHIA TOBOGGAN

25 cent play SKEEBALLS

Seven with ticket dispensers
 \$700.00 each

Five without ticket dispensers
 \$550.00 each

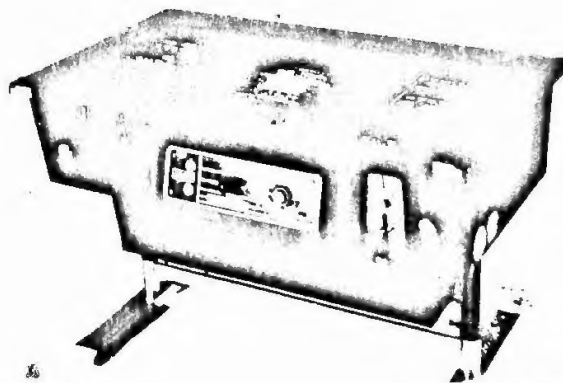
CALL: 305/463-2772

VIDEO CONVERSION KITS

We have what you want, all kinds
 Call or write for particulars.

Also have used 'Space Invaders'
 'Moon Alien', 'Escape from Mars'
 'Galaxian' & 'Moon Cresta'
 games for sale.

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 Sioux Center, IA 51250
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 SPACE INVADERS, MOON CRESTA
 COCKTAIL TABLES**

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Credit facilities available
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Cable address: Princecharming - Livingston, NJ Telex # 139315 Prince Lvon.



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DELIVERY NOW : ALL IC'S & PC-BOARD FOR GALAXIAN
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CPU Z-80A
MEMORY μ PD2101 2 i2102-2(RAM)
2708 / 2716 / 2732(PROM)
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OTHERS ULN-2064B / ULN-2074B
TD62064(DARLINGTON SW)
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MB3712

Set : Sample US \$480 with PC-BOARD

100 ~ 1000Sets

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74LS393 (COUNTER)
etc

Machine

Assembled & Tested
Sample Price US \$1350

100 ~ 1000

Quotation (別途見積り)

GALAXIAN用PC-BOARD

Assembled & Tested

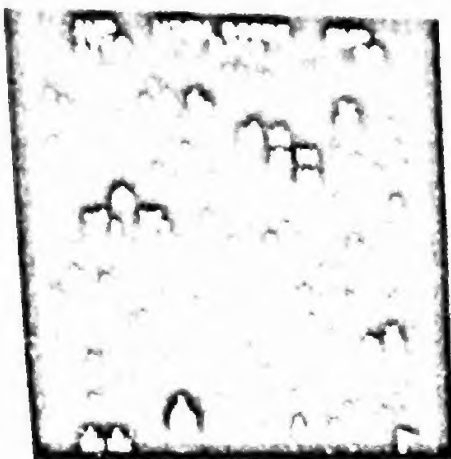
Sample Price US \$795⁰⁰

100 ~ 1000PCS Quotation (別途見積り)

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- (1) Cash Advanced.....big discount available
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\$795⁰⁰



INTERNATIONAL SCIENTIFIC CO., LTD.

EXHIBIT

1-9-117

Coin Box

MANUFACTURED BY

OCTOBER 1970

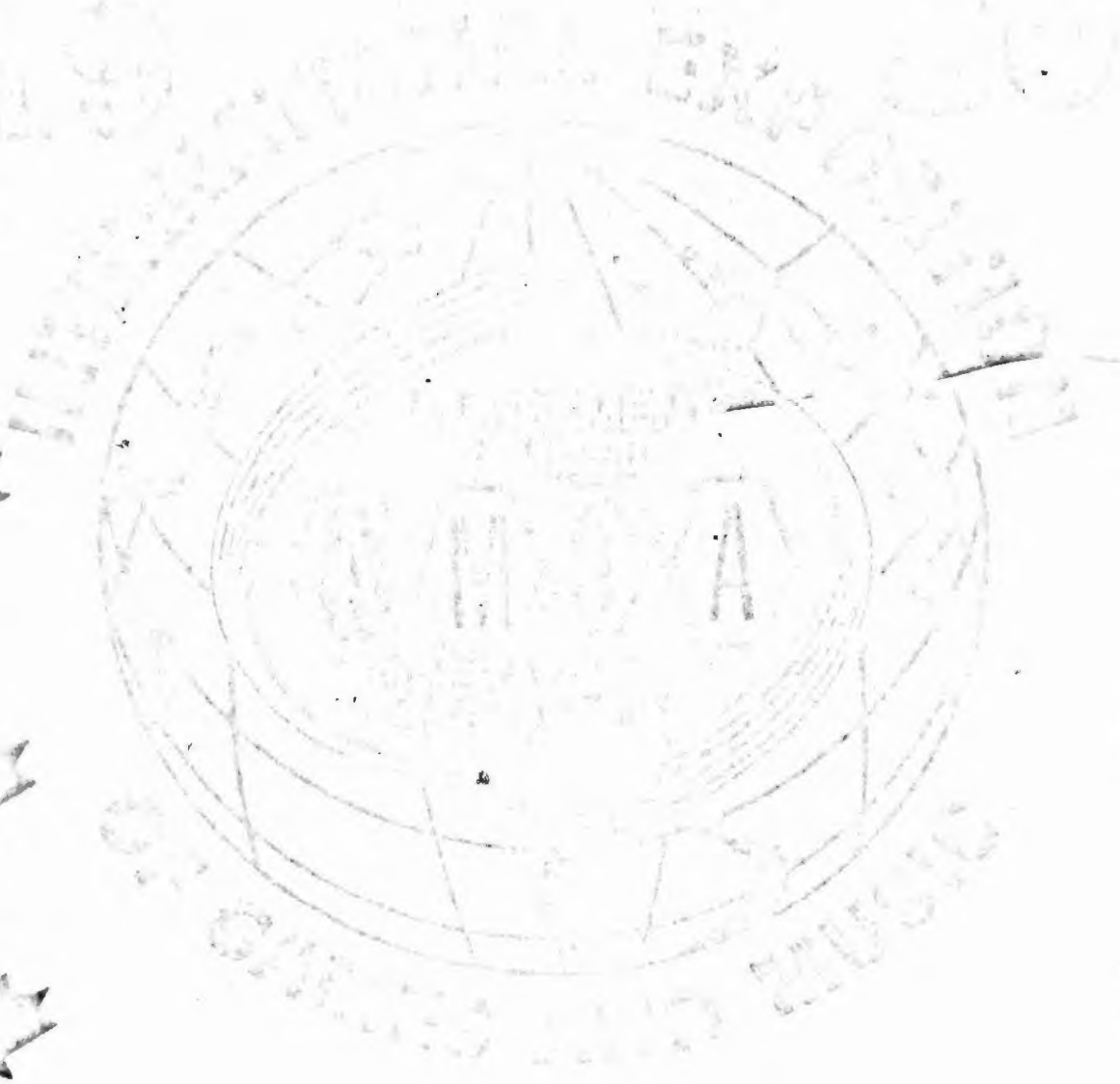


EXHIBIT
1
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NAMCO HOW TO GUARANTEE FULL ASHBOX



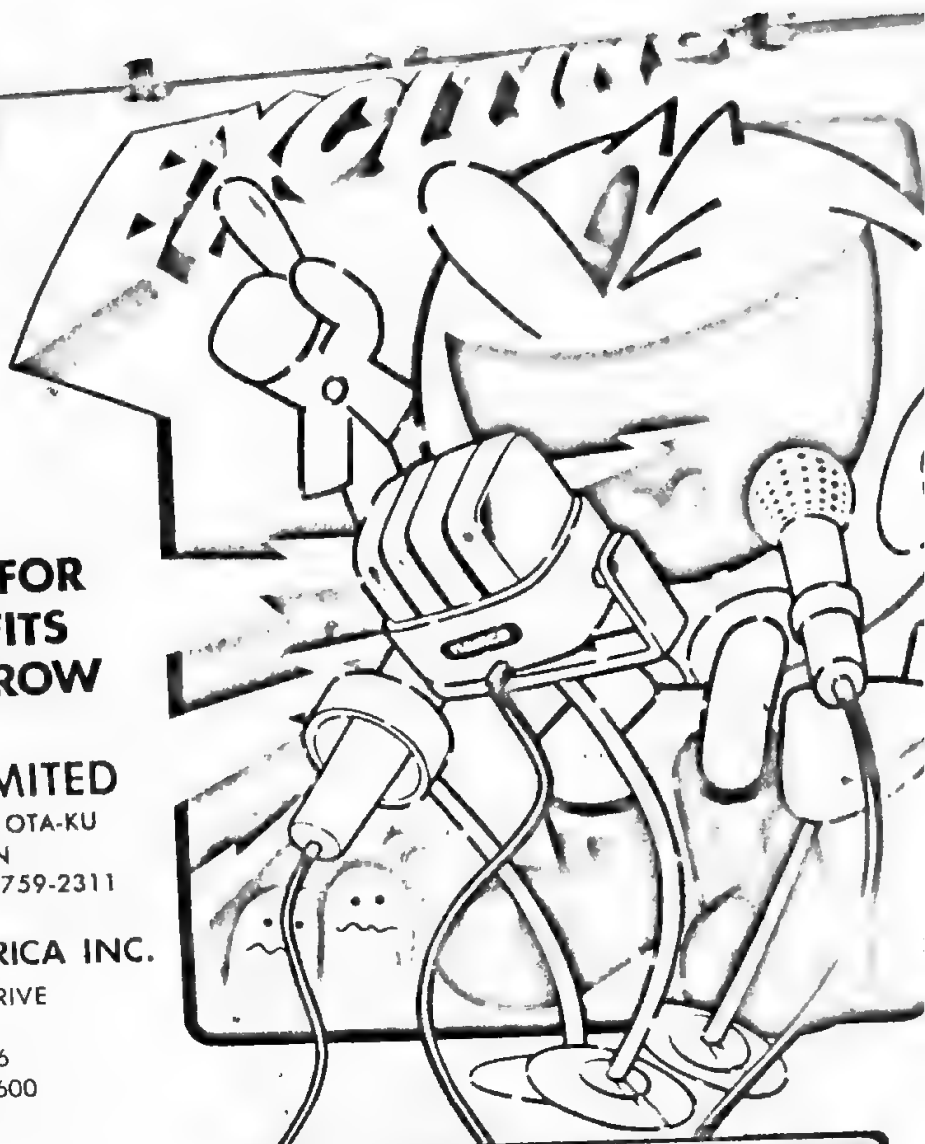
**WORKING FOR
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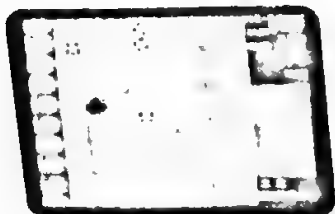
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CALIFORNIA 94086
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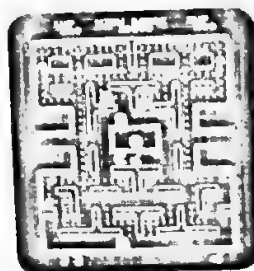
Galaxia



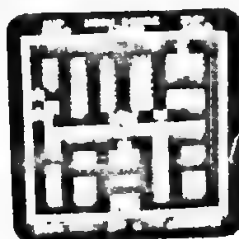
RALLY-X



PAC-MAN



Tank Battalion



EXHIB



アイルム

●迫力のスペースゲーム、PT-アストロファイター

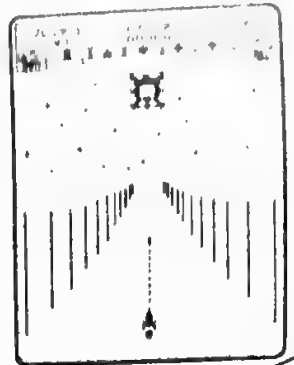
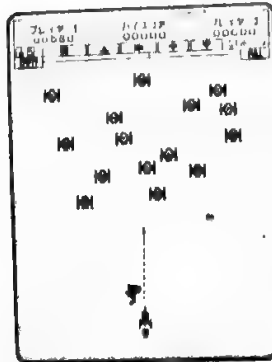
敵機群を次々に撃破!!

燃料は残り少ない。

キングコアを撃墜せよ!!

●宇宙戦争ゲームの荘大なストーリー!

1. 三角形に隊列を組んだ11機の敵機と交戦
2. 横2列に隊列を組んだ12機の敵機と交戦
3. 1機1機自由に襲いかかる12機の敵機と交戦
4. 縦1列編隊5列からなる15機の敵機と交戦
5. 以上を撃滅し、キングコア(敵の親)と一騎討
6. キングコアを撃退し、燃料を補給
再びプレイ



PT・AF ▼95-1655

深みのあるゲーム内容、しかもバリエーション豊かな高性能マシン

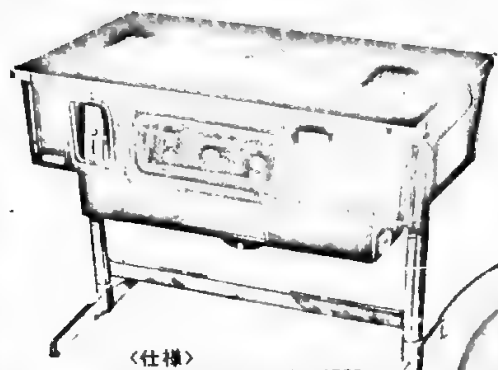
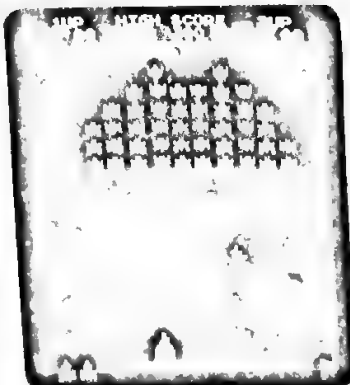


PT-アイルムギャラクシアン

文明への挑戦か宇宙怪獣来襲 たて! 銀河戦士!!

指令: エイリアンを撃滅せよ!

宇宙空間を、異音を発して進むエイリアン
の大編隊。追うは我がギャラクシアン。エイ
リアンを撃て、次々と編隊を離れ、不気味
なカーブを描いて突っ込んで来るエイリア
ン。バラバラと爆弾をまき散らす姿は、まさ
に悪魔の化身。爆弾を間一髪かわし、エイ
リアンを思いっきり引きつけ、1機又1機とか
たづけるサスペンス、次第に激しさを増す
エイリアンの攻撃は、ゲームのテクニシャン
をも、うならせずにはおきません。一味違うス
ペースゲーム、アイルム“ギャラクシアン”。



〈仕様〉
●横幅/830mm ●奥行/560mm
●高さ/640mm ●重量/45kg
●容量/100V105W
PT-G. X ▼95-1655



明日の波長をキャッチする



●プレイテーブルのお申し込み、お問い合わせは

- 本 社/大阪市東区安土町2丁目30番地(大阪国際ビル20階) TEL(06) 264-1391(大代)
- 東京支店/東京都中央区銀座8-3-4(D.Kビル5F) TEL(C)
- 松原センター/大阪府松原市西大塚1丁目1-5-16 TEL
- 大阪南支店/大阪市浪速区元町5丁目547 TEL
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EXHIB



ARCTIC

EXHIB

1
p. 14 of

A large Formation buzzing around the cosmic space. It's our Galaxy Ships that chase. Attack the Aliens, who are thrusting in with weird curve! The figures sprinkling bombs about are just the devil incarnates! Dodging the bombs by a hairbreath, our heroes draw

the Aliens as near as possible and shoot them down. What a thrill! The increasing violence of the Aliens' attack takes the breath of the technical players. You must experience a different taste from this Space Game.

Score

The highest scores are 999,990
Left: First Player
Right: Second Player.

High Score Sign

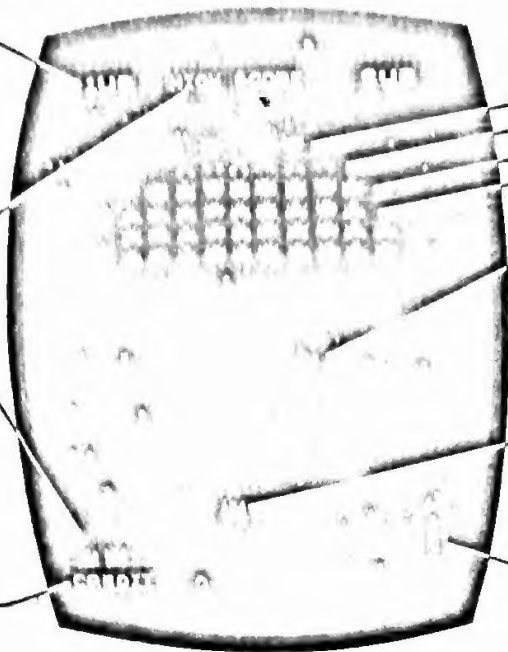
The board shows brilliantly the alory of the highest score.

The remaining number of our planes.

This shows the remainder of Galaxy Ships. After scoring a certain number you will get an extra plane.

Credit

You can deposit coins for nine games.



Scores

Alien	Formation	Shoot Down
Flag ship	60	150 200 300 500
High Alien	50	100
Blue Alien	40	80
Green Alien	30	60

Shoot Down

The Aliens roll over from their Formation one by one, and scatter bombs. If you shoot them down in this condition, your score will be doubled.

Space Rocket

Our Galaxians' Rocket's "Galaxy Ship" dodge tactfully the Aliens and defeat them with Cosmic Missile!!

Flags

The flags show the appearing Formations. A large Flag stands for ten little ones for easy discrimination.

- ① The score will be double for shooting down an attacking alien.



800



After shooting down two guards you defeat a Flag ship.

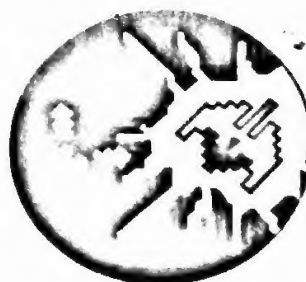
- ② The score is different in accordance with the number of the Flag ships and their guard.

150



Defeating a Flag ship without any guard.

200



Defeating a Flag ship with one guard plane.

300



Defeating a Flag Ship with two guard planes.

- ③ Pay attention when the Aliens run low!

When the number of the Aliens run low, they will change their attack patterns Zigzag, Rolling over, Dashing their planes, Desperate counterattack breathtaking dreadfulness!



ARTIC ELECTRONICS CO.

MAIN OFFICE: 2 LANE 69 KAN SHAN HENG STREET, LITUNG, CHIEN CHEN DISTRICT, KAHSIUNG, TAIWAN, R.O.C.
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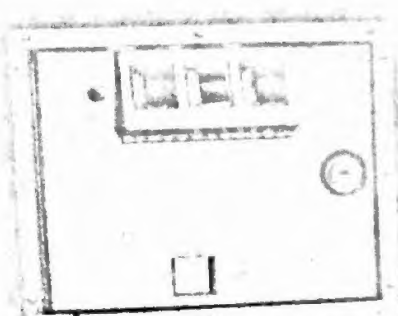
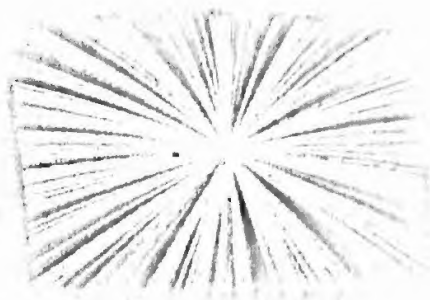
EXHIB

15-11

REPLAY

America's Coin-Op Entertainment Trade Publication

EVERETT
COLLINS



9A
HOWBOOK

Williams Wheels Its First Video Game
Chicago Exposition as Pin
At the TV Game With Their Own

... to the question have been equally split of the operators like this to vend on half-buck play (half regarding how many balls to vend on half-buck play (half said they used 3 balls, the other half 5).

The average life of a flipper game at one location before rotation (according to the poll) is 4½ months. Over all, it takes almost 16 months on location before the initial cost of the machine is recovered, according to this poll, so there's a bit of rotation indicated here. What's the ideal collection gross the operator wants from his pins? How's about \$108.50 — that's what the averaged-out answers amounted to. As an aside, we learned that around 83% of the operators use wide-body flippers, but on their routes, only 15% of the pins are of that size.

The outstanding money-makers on location this year, according to the responding operators, are:

PINBALL MACHINES

VIDEO GAMES

- | | |
|-----------------------------|-----------------------------|
| 1. Firepower (Williams) | 1. Asteroids (Atari) |
| 2. Gorgar (Williams) | 2. Galaxian (Midway) |
| 3. Space Invaders (Bally) | 3. Space Invaders (Midway) |
| 4. Silverball Mania (Bally) | 4. Missile Command (Atari) |
| 5. Flash (Williams) | 5. Rip Off (Cinematronics) |
| 6. Meteor (Stern) | 6. Astro Fighter (Gremlin) |
| 7. Spiderman (Gottlieb) | 7. Deluxe Invaders (Midway) |
| 8. Buck Rogers (Gottlieb) | 8. Carnival (Gremlin/Sega) |
| 9. Stellar Wars (Williams) | 9. Monaco GP (Gremlin/Sega) |
| 10. Sea Witch (Stern) | 10. Targ (Exidy) |

IN LESS THAN 15 MINUTES...

... YOUR GALAXIAN CAN BECOME A ...

Super Galaxian

As easily as replacing 5 plug-in chips on the board, your Galaxian can become a Super Galaxian in more ways than one! This Silver Systems kit (SG-100) has increased player interest and challenge in every Galaxian tested, including both game rooms and street routes. Collections also increased by up to \$150.00 weekly!

Kit SG-100 does not change any of the characteristics that have already made Galaxian one of the top money making games of all time. The kit only creates a more challenging game by intensifying ship speeds and formations. And because kit SG-100 changes no circuitry or wiring, boards remain repairable with Galaxian test equipment and schematics.

Once you see the difference a Silver Systems kit SG-100 makes, you will want to make all of your Galaxians...

Super \$225⁰⁰ EACH
Galaxians 5 OR MORE \$200-

FREE PERSONALIZING AVAILABLE

We will put the name of your location (or company) right on the screen. Just tell us the words you want to appear on your Galaxian and we will program them right into your kit. Letters and numbers available. There are 20 spaces on each of 2 lines, 40 spaces in all (including blank spaces). Each kit is personalized individually, no two kits have to be the same. To order, send to:

Silver Systems

P.O. Box 6992
Buffalo, NY 14240
(716) 873-0574

... mostly centering on the three suggestions: 1. more quality into the construction, 2. lower the prices, 3. don't bring out so many new models as often. Here are some specific comments:

FROM THE NORTHEAST

"Manufacturers should make the playfields out of plastic because the current ones break after six months. They should be less arrogant and listen to operators for new ideas."

"Firepower has shown major improvement in interest in pinball. To have a 'Galaxy' game at 50¢ would be terrific."

"Bring back some of the great old ones in solid state. Games like 'Whoopee', 'Pretty Baby' and 'Wagon Wheels'."

"How about a two level game?"

"Make time games rather than 'ball' games."

"Make games that don't require foolish service calls for things like stuck balls. Use fewer lights and larger rubbers."

FROM THE MIDWEST

"Talking pins are really exciting. They should make the voice column adjustable and separate from the other volume and make the words clearer. Also, make them talk during the attract mode."

"Most pins today are too difficult to win a free game on. People like a good long fight with a pingame before losing the ball."

"Let's have more new features like the in-line drop targets with holes behind them."

FROM THE SOUTH

"How about a clear, split level playfield with drop-through holes?"

"Stop worrying so much about graphics and put more into the game itself."

"Concentrate on performance and go for higher play pricing."

"Make video games."

FROM THE WEST

"Quit leaving the middle of the playfield so wide open"

"Let's have more multi-ball games and talkies."

"Use your imagination. Just don't change the back glass and re-position the bumpers."

POOL TABLES

The operators are fairly regular with their pool table purchases. 51% of them said they'll be buying the SAME this year compared to last; 37% said they'll take LESS and 12% said they'll buy MORE.

The average weekly gross on pool tables right now is \$69.00. Some 27% of the operators say they have moved of their tables on 50¢ play, 18% say most are on 35¢ play and the balance (55%) are still mostly on quarter play.

Tournaments, difficult as they are to "sell" to many operators, seem to be appreciated. About 48% of the operators responding to our poll said they have been involved in a pool tournament and of them, a full 90% would like to get involved in one again.

The polled operators posted a seven month average time for the cloth recovery of a pool table. But, they also posted a three year-plus life for the table itself in a particular location before they replace it. While \$69 is the national gross collection average on a pool table per week, the ideal number operators would like amounts to \$84.00.

How about the same-size cue ball question? It turns